

ABSTRACT OF THE DISCLOSURE

In accordance with an embodiment of the present invention, a host may broadcast a gaming invitation. The invitation may be communicated to an invitee via the invitee's computer system if various parameters set by the invitee are met, including, for example, a time of day, a game type, a host identity, a location of the host or invitee, etc. If the invitation is communicated to the invitee, the invitee may accept or reject the invitation. If the gaming invitation is accepted by the invitee, multiplayer gaming between the host and the invitee may begin. For one embodiment of the present invention, a crasher may subsequently request to join a game in progress, and the host may accept or reject the crasher as an additional player. When the host signs off from a game in progress, host privileges may be transferred to another player.